SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

contents

L (left trigger)   **R** (right trigger)

Y button
X button
B button
A button

L (left thumbstick)
◁ (back) button
▷ (start) button

● button
○ button

R (right thumbstick)

● (directional pad)

CHARACTER MOVEMENT

Run/Walk	**L** (left thumbstick)
Look	**R** (right thumbstick)
Crouch	Click **L** *(default; see page 6)*
Action	**A**
Dive/Climb/Vault	**X**
Cover Mode	**L** *(default; see page 6)*

COMBAT

Fire	**R**
Toggle Primary/Secondary Fire	**Y** (Multiplayer only)
Sniper Scope	Click **L**
Throw Grenade	**○**
Micro-mine	Drop: ● Project: Hold ● Detonate: Press, hold and release ● again

INVENTORY

Map/Salvage/Upgrade screen	**◁**
Select Underslung	**↑** ⊕ (directional pad)
Select Grenade	**←** ⊕
Medi-pak	**→** ⊕
Bio-chip menu	**B**

MENU CONTROLS

Cycle through options	**L** or ⊕
Change option setting	**←/→** ⊕
Confirm/Next menu	**A**
Cancel/Previous menu	**B**
Pause/In-game options	**▷**

Nu Earth is a hellish, nightmare planet ravaged by war. The planet's atmosphere is deadly to inhale, devoid of life, and poisoned by repeated chemical attacks.

But the planet is close to a vital wormhole in space, a fact that has dragged its two rival factions — the Norts and the Southers — into a never-ending war. Now Nu Earth is a toxic, hell-blasted rock where millions of soldiers in bio-suits wage bloody battles and die by the millions. Nu Earth is too important to lose. Not an inch of ground can be lost!

Here is where the legend of ROGUE TROOPER was born. Created by Souther forces, ROGUE TROOPER is the sole surviving example of the Genetic Infantrymen: a regiment of soldiers grown in vats and bio-engineered to be the perfect killing machines.

Complete with protective blue skin and the ability to breathe the venomous atmosphere, the Genetic Infantrymen (GI) became renowned figures on both sides of the conflict.

Moreover, the mind and soul of the GI could be downloaded onto a silicone chip in case of a mortal wound on the battlefield. Once downloaded, the bio-chip could then be slotted into special equipment and preserved until the soldier could grace a newly grown body.

Betrayed by a general in their own high command, almost the entire regiment of GIs were wiped out in the Quartz Zone Massacre. The sole survivor managed to save just three bio-chips from his former comrades and slot them into his gun, helmet and back pack.

Now he is a loner with just the disembodied personalities of his comrades for company...

...roaming the chemical wasteland in search of revenge...

...the ROGUE TROOPER!

Rogue Trooper is assisted by three computer bio-chips, each containing the unique personality of one of his dead friends: **Helm**, **Gunnar**, and **Bagman.** Each bio-chip personality offers Rogue tactical guidance and physical options, creating a dominating team with the ability to fight its way across Nu Earth.

HELM

► *Stored in Rogue's helmet.*
► *Offers tactical advice.*
► *Updates on-screen radar.*
► *Can be used to create distractions for the Norts.*

GUNNAR

► *Stored in Rogue's gun.*
► *Offers assistance with shooting accuracy.*
► *Underslung unit can be fitted with different ammo types.*
► *Can be deployed in the field as an Automated Sentry Gun (ASG).*

BAGMAN

► *Stored in Rogue's backpack.*
► *Manufactures any type of ammo and health paks collected from salvage points around the battlefields.*
► *Turns blueprints into upgrades for the entire range of equipment.*

After starting **ROGUE TROOPER™**, you'll proceed to the Profile screen. If this is your first time playing the game, create a new profile by selecting **Create New Profile** (using the controls on *page 2*).

Select a profile slot, then enter a profile name via the virtual keyboard (using the controls to select letters). When you're finished, select **End** to return to the Main Menu.

Use the controls to navigate around the Main Menu and its options.

SINGLE PLAYER

► **New Game** — *Begin* **ROGUE TROOPER**. *This option is default if no previously saved game is available.*
► **Continue Game** — *Proceed from your last save point on your profile.*
► **Select Level** — *Allows you to replay any level already completed.*
► **Cheats** — *Unlocked as you progress through the game.*

MULTIPLAYER

► **Offline** — *Play Multiplayer mode on a single console. From 1 to 2 players can play Multiplayer mode offline. You can adjust game options in the Lobby before the game starts. From the Lobby, pull* **L** *or* **R** *to cycle through the menu screens:*
  • **Main** *displays general game info. Press* **A** *to begin a game.*
  • **Players** *displays scores and character stats.*
  • **Options** *lets you adjust game settings. See page 6.*
► **System Link** — *Select* **System Link** *if players' consoles are connected to a Local Area Network. From 2 to 4 players can play Multiplayer mode via System Link. Your options are:*
  • **Host** *takes you to the Lobby where you can set up a game.*
  • **Join** *lets you connect to a game hosted by another player.*
► **Xbox Live®** — *Play other players on the Internet via Xbox Live®. From 2 to 4 players can participate. (See page 15 for more information.)*

PLAYER SETUP

Choose the character you want to play as, and the Underslung you want to use. *(See page 16 for descriptions of character types.)*

► **Player 1 Skin** — *Use the controls to adjust the attributes of Player 1's character.*
► **Player 2 Skin** — *Adjust the attributes of Player 2's character.*

OPTIONS

Adjust a range of game settings. *(See page 6.)*

PROFILE

Edit your Profile info using the **Change Profile, Rename Profile** and **Delete Profile** options.

EXTRAS

Collect the required amount of salvage to unlock new content that you can view in the Extras menu, including:

- ► **Credits**
- ► **Cinematics**
- ► **Nu Earth Encyclopaedia** – *Select an option, then pull* ⬜/🅡 *to switch screens to browse info about Nu Earth.*

You can access the Options menu from either the Main Menu or the Pause menu (press ▶ in-game).

ADJUST CONTROLS

- ► **Configure Controls** — *Select a control configuration.*
- ► **Invert Up/Down** — *Use to invert vertical movement of* 🕹 *thumbstick. Toggle on/off.*
- ► **Invert Left/Right** — *Use to invert horizontal movement of* 🕹 *thumbstick. Toggle on/off.*
- ► **Vibration** — *Turn the controller's vibration function on/off.*
- ► **Horizontal Sensitivity** — *Adjust the left/right look sensitivity.*
- ► **Vertical Sensitivity** — *Adjust the up/down look sensitivity.*
- ► **Crouch Mode** — *Set the Crouch control either to holding down* 🕹 *to remain crouched, or to clicking* 🕹 *to toggle crouch/stand up.*
- ► **Cover Mode** — *Set the Cover control either to pulling and holding* ⬜ *to remain in cover, or to pulling* ⬜ *to toggle cover/no cover.*

SOUND

- ► **SFX Volume** — *Adjust the volume of the game's sound effects.*
- ► **Music Volume** — *Select the game's music volume.*
- ► **Subtitles** — *Turn in-game subtitles on/off.*
- ► **Chip Speech Level** — *Choose the frequency of bio-chip talk:* **Essential** *or* **All.**
- ► **Voice Through Speakers** — *Toggle on/off.*

SCREEN SETUP

- ► **HUD Opacity** — *Adjust the brightness of the HUD info displayed on the game screen.*
- ► **Enable Hints** — *Turn in-game hints on/off.*
- ► **Enable Gore** — *Turn gore on/off.*

RETICLE

Use the reticle to aim a weapon.

- ► *The reticle turns red when over a hostile; green when over a friendly.*
- ► *The shape of the reticle changes according to the weapon selected.*
- ► *The reticle visually indicates a headshot and an air tank shot.*

PRIMARY WEAPONS DISPLAY

Ammo in the Underslung
Grenade type/count
Ammo in the clip of your active weapon

Current actual health and potential health if Rogue were allowed to regenerate
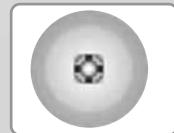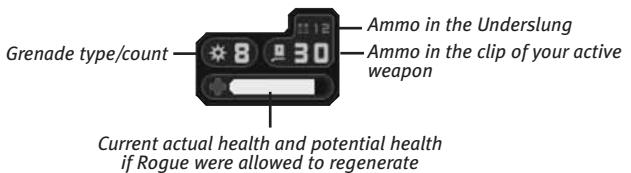
SECONDARY WEAPONS MENU

Press ⊕ ⬆/⬇ to display the Secondary Weapons Select tab above the Primary Weapons Display. Continue pressing ⊕ to cycle through the available secondary weapons.

- ► *Help text to the left ID's the selected weapon.*
- ► *Press* 🅐 *when a weapon is selected to activate it instantly.*
- ► *A newly selected item becomes the focused weapon.*
- ► *You can also select the Pistol from this menu.*
- ► *Press* 🅑 *to cancel the menu.*

SHOTGUN

GRENADE MENU

Functions similar to the Secondary Weapons Menu. Press ⊕ ⬅/➡ to display the Grenade tab next to the Primary Weapons Display. Continue pressing ⊕ to cycle through the available grenades.

► *Help text centered above the tab ID's the selected grenade.*
► *Press Ⓐ when a grenade is selected to activate it instantly.*
► *Press Ⓑ to cancel the menu.*

RADAR/COMPASS

The radar shows all units in the radar radius. More accurate information becomes available as you progress through the Single Player Campaign. Enemies above Rogue Trooper appear as triangles. The radar also indicates when an enemy is alert and what direction the enemy is looking in.

BIO-CHIPS

Bio-chips offer invaluable advice. When one of the bio-chips talks to Rogue, that personality's portrait appears in the bottom right of the HUD.

INFORMATION

► *Important info appears in the center of the screen. After absorbing the info, press Ⓐ to continue play.*
► *Hints appear at the top left of the screen.*
► *When an objective is completed or a checkpoint reached, a notification appears above the radar.*

DIGIPAD MENU

Press ◄ to activate the Digipad menu. Pull Ⓛ/Ⓡ to cycle through the Digimap, Salvage/Manufacture and Upgrade screens.

DIGIMAP

Displays Rogue's objectives next to a map of the level.

SALVAGE/MANUFACTURE

Collect salvage from defeated Norts. Bagman can transform it into ammo and items on the Manufacture screen.

► *Press ⊕ ⬆/⬇ to highlight an item and press Ⓐ to manufacture it.*
► *Press Ⓨ to manufacture the maximum amount allowed of the item.*
► *If an item is classified, it is not yet available for manufacture.*

UPGRADE

Throughout the game, opportunities will arise to upgrade items in the inventory. Check the Summary screen for information on new upgrade availability. You must collect the right amount of salvage to upgrade an item.

► *Press ⊕ ⬆/⬇ to highlight an item and press Ⓐ to upgrade it.*

BIO-CHIPS PETAL MENU

Press Ⓑ to activate the Bio-chips petal menu. The game pauses while you're using the menu.

► *Each item on the menu is both labeled and shown as an icon.*
► *Using ⊕ to select items activates them immediately. You can also press Ⓐ to activate the item immediately.*
► *When you use Ⓛ to select items, you must keep the item highlighted briefly to activate it.*
► *Press Ⓑ to cancel the menu.*

CROUCH/STEALTH MODE

Click ⒧ (default) to enter Crouch/Stealth mode.

► *In this mode, Rogue makes less noise and his chance of being detected is lessened.*

COVER

Pull and hold ⒧ to take cover behind an object. (Most objects on Nu Earth can be used for cover.)

► *While taking cover, use ⒧ to move Rogue along the edge of the object.*
► *To leave cover, pull ⒧ again.*

PEEK & FIRE

When taking cover, Rogue can peek-and-fire around or over edges.

► *Pull ⓡ to jump out, fire and return to cover.*

BLIND FIRE

From a cover position, Rogue can fire blindly by pressing Ⓐ, forcing the enemy into a defensive position.

SILENT KILL

If an enemy is unaware of Rogue's presence, you can approach your potential victim from behind for a silent kill.

► *Use Crouch to sneak up behind an enemy*
► *Press Ⓐ to execute the kill.*

SILENCED WEAPONS

Using Gunnar's silencer, Rogue can shoot and take out the enemy quietly and efficiently without alerting other Norts to the gunfire.

GUNNAR DEPLOYMENT

Rogue can place Gunnar on the ground to apply suppressing fire to the enemy.

► *Select **Sentry Gun** from the Bio-chips menu, choose the location, and press Ⓐ to place Gunnar.*
► *To activate Gunnar, either press Ⓨ or select **Activate Gunnar** from the Bio-chips menu.*
► *To collect Gunnar, return to his location and press Ⓐ.*

GI RIFLE

Specialized troops require specialized equipment, and Genetic Infantrymen are equipped with the most versatile weapon on Nu Earth — the GI rifle.

SCOPE

Turning the GI rifle into a precision sniper rifle is as simple as putting the scope to your eye. Automatic sensors detect and load the high-caliber armor-piercing rounds. To ensure the shot is held steady, a gyro-stabilizer is available.

UNIVERSAL ADAPTOR ATTACHMENTS

Under the main barrel of the GI rifle lies the Universal Adaptor, the key to its supremacy in battle. The UA allows a multitude of secondary weapons to be attached and activated at the press of a button.

SHOTGUN

Designed for close encounters with multiple enemies, the shotgun attachment sprays high-velocity pellets out in a cone-shaped array.

FRAGMENT MORTAR

A medium-range cluster weapon. The mortar fires out in a spreading array towards its target, bursting into fragments at the top of its flight arc. Each fragment then rains down and detonates on impact, creating a widespread blanket of damage.

SAMMY LAUNCHER

A medium-to-long range missile weapon, the Sammy works by first acquiring a lock on the target's heat signature, then using that to home in. Once locked-on, a Sammy cannot be shaken.

BEAM RIFLE

A close-range electrical weapon, daisy-chaining to any nearby target.

EMPLACEMENT & HEAVY DUTY WEAPONS

MACHINE GUN

Good rate of fire but prone to overheating.

FLAK CANNON

Designed for taking down aerial threats, the flak cannon fires a fast-moving projectile that detonates either on impact or at a preset altitude, creating a cloud of debris that damages anything flying nearby.

HELL CANNON

Large fireball plasma bolt used for distant attacks against large battalions.

LAZOOKA

A large-targeted mortar, the lazooka round slowly climbs to its desired altitude, then quickly homes in on its target, causing massive damage.

GRENADES & EXPLOSIVES

GRENADES

Press ⊙ to quickly throw a grenade. For a more accurate throw, press and hold ⊙ and use ⓛ to move the aiming arc. Press ⊙ again to throw the grenade, or press Ⓑ to cancel.

► **FRAG** — *Standard issue explosive fragmentation grenade.*
► **STICKY** — *Magnetic grenade attaches to any moving object before exploding.*
► **SCRAMBLER** — *Disrupts electrical equipment such as sensors and radios.*
► **INCENDIARY** — *Plasma fire grenade.*

MICRO-MINES

Micro-mines can be detonated when the micro-mine icon is displayed.

► *Press ● to drop a micro-mine. You can also project a mine forward by holding down ●.*
► *The mine has a proximity trigger that detonates when an enemy gets close. Alternately, press and hold ● to detonate the mine.*
► *Pull Ⓡ to fire mines into the distance.*

ITEMS

MEDI-PAK

Press ⊕ ➡ to use a medi-pak to regenerate Rogue's health. A health boost from Bagman restores 50% of Rogue's health: 20% immediately with an additional 30% (up to full) over time.

From the vicious rogue nations of Nordland comes the Nort Army, made up of small, highly skilled teams, each with a sergeant and a small number of deadly infantry.
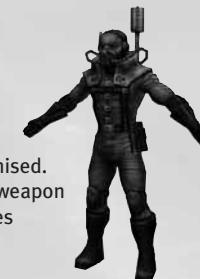
NORT TROOPS

SERGEANT

Co-ordinating each team, the Sergeant hangs back in a battle, initiating full engagement only if his team is compromised. With better armor and a more powerful weapon than the Infantryman, the Sergeant poses a significant threat.
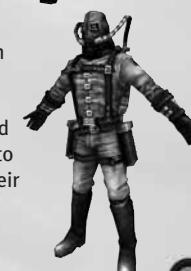
INFANTRYMAN

He is the grunt of the Nordland Army, outfitted with a basic breathing apparatus commonly known to explode when pierced. Because the Infantryman is saddled with a visor that barely allows visibility and a weapon that often jams when fired, it's possible to believe that the Nordland Generals almost want their infantry to die.

the norts

NORT VEHICLES

HOPPA

Since Nu Earth is a large planet, it takes advanced technology to efficiently move troops around it. Flying vehicles known as Hoppas are used to get extra troops quickly to the front line. Artillery-based flying vehicles are also rumored to exist.

DRILL PROBE

Treating its troops kindly is not something the Nordland Army does well. The best example of this is the Drill Probe. Essentially a small metallic chamber with a large drill on the front, these "vehicles" are used to deploy troops behind enemy lines. The drill erupts from the ground, then protects emerging troops with machine gun blisters. Once the troops are deployed, the driver drills the probe back underground to collect another team.

saving

ROGUE TROOPER uses a profile system that allows multiple gamers to play the game at their own pace on the same Xbox. Game progression is saved to each user's currently active profile.

► *After you complete a Single Player Campaign level, the game automatically saves your game data to the relevant currently active profile.*
► *When you return to the Single Player menu, the* **Continue Game** *option will be available. Choosing this option returns you to the last checkpoint you reached in that level.*

TAKE ROGUE TROOPER™ BEYOND THE BOX

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real time as you play.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see **www.xbox.com/connect**

Once connected, you must sign-in to play **ROGUE TROOPER™** online.

► *If you have enabled* **Auto Sign-in** *in the Xbox Dashboard,* **ROGUE TROOPER™** *will attempt to sign you in automatically when you start the game, using the account you last signed-in with. If you have not enabled* **Auto Sign-in***, or the sign-in process could not be completed automatically, you will be prompted to choose an account and sign-in manually when you first use the Xbox Live menu.*

XBOX LIVE MENU

From the Xbox Live menu you can access the following options:

► **Quick Match** — *Find a game in progress and join it — no questions asked.*
► **Optimatch** — *See a list of active games and choose one to join.*
► **Create Match** — *Start your own game. You'll proceed to the Lobby where you can set up the game, invite your friends to join, and adjust the number of public and private slots. (See page 16 for more information on creating a match.)*
► **Friends** — *You can access your Friends List from the Xbox Live menu, from the Lobby, and from the in-game menu provided you're signed-in. This includes during a Single Player game, letting you respond to Friend requests and invitations even when you're not playing a Multiplayer game.*
► **Sign Out** — *Sign out of Xbox Live.*

USING THE XBOX COMMUNICATOR

Connect the Xbox Communicator to talk to other players during play. The Xbox Communicator is voice-activated.

Multiplayer mode lets you experience the Quartz Zone Massacre from a different perspective: that of the GIs who didn't make it. The basic game is the same whether it's played online or via System Link. Five arenas are available, which fall into either the Stronghold or the Progressive category.

GETTING INTO A GAME

From the Main Menu, select **Multiplayer** and then **Xbox Live**. Once you're connected, you'll see a list of Lobbies from which you can select one to enter. In the Lobby, pull **L**/**R** to cycle through the menus. Press **A** to join a server or press **Y** to host a game.

The Lobby menu offers these options:

► **Servers** — *Highlight a game and press* **A** *to join.*
► **Players** — *Scroll through the names of players currently on-line.*
► **Chat** — *Talk to other players.*
► **Options** — *The console acting as server can set several options:*
  • **Map** *that will be played on first (of 5 available).*
  • **Time Limit** *per round for completing the map objective.*
  • **Total Lives** *available in the respawn pool.*
  • **Friendly Fire** *damages/does not damage other players.*
  • **Max Players** *in the session.*

CHARACTER SELECTION

Each of Rogue's companions has unique abilities and weapon levels. Having a range of character-type selections gives you the luxury of tailoring the gameplay to your own personal style.

CHARACTER ATTRIBUTES

► **ALL** — *Outfitted with radar, scope, choice of 1 Underslung, and level 4 inventory, three quarters full (6/8 clips of standard ammo).*
► **ROGUE** — *Starts with full inventory.*
► **HELM** — *Holodecoy.*
► **GUNNAR** — *Has unlimited standard ammo.*
► **BAGMAN** — *Has infinite medi-paks.*

RESPAWNING

A continual timer counts down the time to the next wave; when "killed," players automatically join the "benched" group. When the timer hits zero, expired players respawn via a drop pod.

Progressive maps show several landing zones. Respawning players land at the nearest secure zone.

PICK-UPS

In Multiplayer mode the emphasis is on constant action, so instead of the salvage system, items are granted via pick-ups placed throughout the levels. Pick-ups respawn over time. To collect a pick-up, move over it and press **A**.

► **MEDI-PAK** — *Grants 1 medi-pak.*
► **AMMO** — *Grants 1 clip of specified ammo.*
► **GRENADE** — *Grants 1 of specified grenade type.*

OBJECTIVES

Each map has a preset overall objective: it could be defending ground for a set amount of time on Stronghold maps, or gaining a certain position on Progressive maps. In addition, mini-objectives (such as taking out all the Hoppas) provide short-term goals.

SCORING

All actions gain points. The highest scores per map are stored in the currently active profile. In split-screen mode. the scores of both player 1 and player 2 are saved in the same profile.

Multiplayer System Link gameplay is the same as Xbox Live gameplay, but you're connected via a System Link to up to 3 different Xbox consoles, each running a **ROGUE TROOPER**™ disc.

System Link gameplay has the following requirements:

► *Each Xbox console must be connected to its own television and to a System Link via Ethernet. Each Xbox supports one player.*
► *You can connect two Xbox consoles with a crossover cable.*
► *One player must host the System Link game.*

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Head of Communication	Kristien Wendt

ROGUE TROOPER

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